

Brawler Bash Scenarios

Game One: Battle Line

Additional Objectives:

Gain 400 VP if your opponent does not have a unit containing fortitude in your deployment zone at the end of the game.

Gain 400 Additional VP if you have a unit containing fortitude alive in your opponent's deployment zone at the end of the game.

Gain 300 additional VP if you killed more characters than your opponent.

Game Two: Blood and Glory

Special Rules: Play the full six turns (as time allows).

Objectives:

- First player to "Break" their opponent receives an additional 1000 Victory points.
- Second player to "Break" their opponent receives an additional 500 Victory points.

Game Three: Battle Line

Additional Objectives:

Gain 150 VP for each of your three smallest (in terms of points) units that are alive at the end of the game. If you have more than three units that are equal in terms of smallness at the beginning of the game, nominate three of those tying units to keep alive for points.

Gain 150 VP for each of your Core units above half strength (in terms of total wound count) at the end of the game. You can score these points up to four times (600 points).

Gain an additional 150 VP for each of your opponent's three smallest (in terms of points) units that you have killed. If there are multiple units that are equal in terms of smallness, then the first three you killed count for the extra VP.

Game Four - Modified Dawn Attack

Special Rules - Deploy with the Dawn Attack map but DO NOT USE RANDOM DEPLOYMENT. Instead, each player deploys as normal (taking turns putting units down) until complete. Each player must deploy at least two units in each deployment area (left,

right, center). If a player does not have enough units to deploy at least two in each, then he/she may choose which area(s) to only have one. Roll off for first turn as in a Battle Line scenario, and ignore the language about stealing initiative.

Additional Objectives: At the end of the game, if one player (Player A) has a unit with fortitude within six inches of the center of the board and the other player (Player B) does not, then Player A gains 1000 victory points. If both players have units with fortitude within six inches of the center of the board, each player gains 500 victory points.

Game Five - Battle Line

Gain 100 additional VP for each enemy character slain. Gain an additional 100 VP per character if you slay the character in a challenge.

Gain 250 additional VP if your Battle Standard Bearer is still alive at the end of the game. If you do not have a BSB in your army, you automatically gain these points.

Gain 250 additional VP if you captured more standards than your opponent.

Brawler Bash Scenario Cards

Below are six cards, five describing bonus point objectives and special rules and one "Your Lucky Day" card.

After deployment, but before scouts are placed, both players must choose one strategy card from those remaining to them and place it on the table. You **MUST** choose a card to play each round. Each card can only be used once during the tournament (including Your Lucky Day) and the card must be turned in when your results are reported. Only the card player may gain bonus points based upon their card in play.

<p>Card 1: Take the Field! +500 VP for controlling more table quarters than your opponent at the end of the game. To control a table quarter you need to have fortitude there (i.e. General or a banner). The most fortitude in a quarter controls that quarter. In the event of a tie then neither player controls that quarter.</p> <p>-----</p> <p>Special Rules: One core unit or solo character may make a Vanguard move. All normal Vanguard rules apply. (Units already capable of a Vanguard move receive no added bonus)</p>	<p>Card 2: No Glory in Death!</p> <p>+500 VP if your most expensive unit/model (NON-Character) above half its starting wounds at the end of the battle.</p> <p>-----</p> <p>Special Rules: The player of this card automatically wins the roll to see who goes first, they may then choose to go first or allow their opponent to go first. If both players choose this card then roll off as normal.</p>
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<p style="text-align: center;">Card 3: Operation Anaconda!</p> <p>+500 VP for killing enemy general. ("killing"= opponent's general not being alive for any reason at the end of the game.)</p> <p>-----</p> <p>Special Rules: Your General gives a rousing speech to spur his/her troops to victory. At the start of any one of your turns you may declare that you are using this special rule and claim a +1 to the Leadership of your general (up to the normal max of LD10) It lasts until the start of your next turn.</p>	<p style="text-align: center;">Card 4: Broken Arrow!</p> <p>+500 VP for having all of your dispel/power dice generating characters/units alive at the end of the game. (If you have none of either to start with, you automatically get these points!)</p> <p>-----</p> <p>Special rules: For the first turn of this game all your opponent's spells miscast on double 1's as well as double 6's. (note: double 1's do NOT cause IF)</p>
<p style="text-align: center;">Card 5: Live to Fight Another Day!</p> <p>+500 VP for having a unit that successfully (is not caught in that turn) flees from a charge. **IF your army contains NO units or characters capable of fleeing at the start of the game THEN you may earn +500 bonus points if one of your characters (not champions) refuses a challenge during the game.</p> <p>-----</p> <p>Special rules</p> <p>Add d3 inches to one "flee" charge reaction during the battle. This must be declared prior to rolling any dice.</p>	<p style="text-align: center;">Card 6: Your Lucky Day!</p> <p>This card is useable only ONCE during the tournament.</p> <p>Before any 2d6 roll is made (but not before a re-roll, such as that given by a battle standard -bearer), a player may employ Your Lucky Day. This automatically makes the result of the roll a 7 without actually rolling dice. Note that Your Lucky Day cannot be used to change two dice within a number of other dice rolled. It must be a straight 2D6 roll and not a 3D6, for example. Additionally, Lizardmen may use the Lucky Day for a single leadership test (as well as any other straight 2d6 roll), except for a re-roll such as that given by a battle standard-bearer.</p> <p>Your Lucky Day may NOT be used for the Winds of Magic 2d6 roll. Your Lucky Day roll may only affect the dice of the person playing the card.</p> <p>**Alternate use of Your Lucky Day** You may choose to use Your Lucky Day after both players have played their scenario cards, but before the battle starts, to nullify the special rules of your opponent's card. However, they will still gain bonus points based on their card.</p>

